



TIME MAGIC

CLASS ARCHETYPES AND MAGIC SPELLS INVOLVING TIME

BARD, COLLEGE OF TIME

The College of Time dictates the tempo of battle. Those who follow this college take the ebb and flow of combat and make it a tangible reality, weaving song and rote into the combat, bolstering allies and instilling lethargy into their enemies.

ACCELERATE

At 3rd level, as a bonus action, you can expend one use of your Bardic Inspiration to grant yourself a brief insight into the flow of time and alter its flow. When you do so, choose a creature you can see within 60 feet of you. You grant them a bonus to their movement speed of 10 feet, and they do not provoke opportunity attacks while they have this bonus movement. These effects last until the end of your next turn.

SLOWED TEMPO

Also at 3rd level, you learn how to dictate the speed at which battle weaves. As an action, you can expend one use of your Bardic inspiration to reduce the speed in which a foe reacts. You force one creature that you can see within 60 feet of you to make a Charisma saving throw. On a failed save, the creature's speed is halved, is unable to take reactions, and can take only a single action on their next turn. These effects last until the end of that creature's turn.

SONG OF TIME

At 6th level, you learn how to weave temporal magic into the performance of your allies, bolstering their attacks and granting them improved vigor. Whenever a creature expends a use of your Bardic inspiration and hits with an attack, you can immediately use your reaction to cause the creature that was dealt damage to make a saving throw against your Slowed Tempo feature, by expending another use of your Bardic Inspiration. If that creature fails on the save against your Slowed Tempo feature, you may also grant the creature who expended your Bardic Inspiration the effects of your Accelerate feature.

HERO OF TIME

At 14th level, you have learned how to bend your performance and manipulation of time precisely, allowing you and your allies to perform even the most heroic of deeds. When you use your Accelerate feature, you grant the creature advantage on attack rolls, and a bonus to damage rolls equal to your Charisma modifier.

Additionally, whenever a creature fails to save against your Slowed Tempo feature, you may use your reaction allow a creature under the effects of Accelerate to move up to their speed immediately.

CLERIC, FATE DOMAIN

Fate Domain clerics are entirely concerned with the passage of fate and those who run against it. They seek to close the accounts, as it were, against individuals who seek to challenge their fate. They bring the word of their deities and follow it to the letter, laying down decrees about the fated time for those unfortunate enough to face them in battle.

FATE DOMAIN SPELLS

Cleric Level	Spells
1st	Temporal Heal, Time Sink
3rd	Augury, Slow Metabolism
5th	Chronothief, Delay Damage
7th	Divination, Time Snare
9th	Brightest/Darkest Timeline, Geas

EPOCH

When you choose this domain at 1st level, you choose one chronomancy cantrip of your choice. For you, the cantrip you choose counts as a cleric cantrip. Additionally, your movement speed increases by 5 feet.

TWINNED FATE

Also at 1st level, you gain the ability to share the immediate future with a creature. As a reaction, when a creature ends its turn within 30 feet of you, you can cause the creature to make a Charisma saving throw. On a failed save, the creature can only take the actions that you do on your next turn, i.e. if you take an Attack action, they can take an Attack action on their turn, if you cast a spell, they cast a spell unless they cannot cast a spell, in which case they make the Attack action. Additionally, if you move on your turn, they can move an amount of feet equal to the amount you moved. This lasts until the end of that creature's next turn. If that creature has Legendary or Lair actions, those remain unaffected. Once you have used this feature, you cannot do so again until you complete a short or long rest.

CHANNEL DIVINITY: SEALED FATE

Starting at 2nd level, you can use your Channel Divinity to impose fate upon those around you. When you finish a long rest, roll a d20 and record the number rolled. As a reaction, you can replace any attack roll, saving throw, or ability check made by you or a creature you can see with your currently recorded number. You must choose to do so after the dice is rolled, but before the DM declares if the roll succeeds or fails. Once you have done so, you then roll a d20 and replace your recorded number with the result of that roll for later use with this feature. You lose your recorded number and roll a new one when you finish a long rest.

THE FATE OF ALL MAGIC

Starting at level 6, you gain the ability to influence the fate of spells cast around you. As an action on your turn, you can choose a creature concentrating on a spell that you can see within 60 feet of you and expend a spell slot of level equal to or greater to that of the spell they are concentrating on. When you do, you can force the creature to succeed a Wisdom saving throw against your Cleric spell save DC. If they fail the save, you may have their concentration end on that spell. Once you have used this ability, you cannot do so again until you complete a short or long rest.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with a Cleric cantrip.

ENTWINED FATE

At 17th level, you gain the ability to intertwine two fates. As a reaction at the end of a creature's turn, you can bind their fate with another creature. Choose that creature and one other creature you can see within 60 feet of you. The two creatures' fates become mirrored, and they become aware of the entwined fate. If one of them takes damage, the other takes the damage of the same damage type equal to the damage received. The same is true for regaining hit points, being subjected to conditions, and succeeding against such effects. This effect lasts for up to one minute, or until you stop it as a bonus action. Both creatures affected by Entwined Fate can make a Wisdom saving throw at the end of each of their turns to end the effect. Once you have used this feature, you are unable to do so again until you complete a long rest.

MONK, WAY OF THE COUNTLESS PATHS

The Way of the Countless Paths seeks to pull the knowledge of other selves, furthering one's path towards enlightenment. Monks of this tradition believe that through meditation, they can garner the knowledge of other paths and choices they could have, and will take. This practice allows them to pull forth echoes of their other selves, in a practice they call "Reflections". These reflections can assist the monk on their paths, and also aid them in more tactile ways in combat. When you face a monk of this path, you do not fight him alone. You fight every Reflection, or choice, that would have caused that monk to be a different person.

REFLECTIONS OF THE SELF

Starting when you choose this tradition at 3rd level, you gain the ability to tap into the timeline of your other selves. As an action, you can spend a Ki point to create a Reflection of yourself in the space you occupy. Attacks made from Reflections you create use your attack bonus and damage rolls for the attack. This Reflection cannot be targeted and can be passed through as though incorporeal. You can only have one Reflection active at a time and creating a new Reflection when you have one existing results in the previous Reflection to dissipate.

When you create your Reflection, you choose which kind of Reflection you wish to create, either an Eternal Combatant, a Measureless Ally, or an Infinite Defender. Multiple Reflections of the same type cannot occupy the same space. When you choose the Reflection, they act in accordance to their nature. These Reflections dissipate at the end of your next turn. Starting at 5th level, you can spend a Ki point at the start of your turn to extend the duration of your active Reflections for 1 round, during which they continue to act in accordance to their nature.

Eternal Combatant: When you create this Reflection, and at the start of your next turn, this Reflection will move up to your movement speed and attack the nearest non-friendly creature with an unarmed strike. At 5th level, if you have spent a Ki point to extend the Eternal Combatant's duration, it makes two unarmed strikes when it attacks.

Measureless Ally: When you create this Reflection, you choose a creature within your movement speed. The Measureless Ally moves up to your movement speed immediately towards that creature, and if it occupies the same space as it, will follow that creature on its turn granting it the benefits of the Help action until the end of your next turn. At 5th level, if you have spent a Ki point to extend the Measureless Ally's duration, the Measureless Ally grants the creature it is assisting a bonus to damage rolls equal to your Wisdom modifier (minimum 1) until the start of your next turn.

Infinite Defender: When you create this Reflection, you choose a creature within your movement speed. The Infinite Defender moves up to your movement speed immediately towards that creature, and if it occupies the same space as it, will follow that creature on its turn granting it a +1 bonus to AC and saving throws until the end of your next turn. At 5th level, if you have spent a Ki point to extend the Infinite Defender's duration, you can use your Deflect Missiles feature to deflect or catch a missile targeting a creature the Infinite Defender is protecting.

You gain the ability to have 2 Reflections active at 5th level, and 3 at 15th level. When you create a new Reflection and cause a previous one to dissipate, you choose which Reflection to dissipate. You may choose to cause any number of Reflections to dissipate at any time during your turn.

THE ONE PATH OF MANY

Starting at 6th level, your connection to your other selves allows you to work in increased unity, allowing you the following benefits.

Of One Purpose – Whenever you take the Attack action on your turn, you can use a Reflection within 30 feet of you to make any of those attacks against a creature within range. If you use an Eternal Combatant for the attack, you can also spend a bonus action to have it make an unarmed strike.

Of One Body – As a reaction, when you are hit with an attack, you can spend 1 Ki point to impose disadvantage on the attack roll. Regardless of if you take damage or not, you teleport to the nearest unoccupied space of a Reflection within a number of feet equal to your movement speed. Upon arrival, that Reflection dissipates. If the Reflection is an Infinite Defender, it does not dissipate.

Of One Mind – You may spend a Ki point to grant one creature being assisted by a Measureless Ally the benefits of your Unarmored Movement until the end of their next turn, even if they are wearing armor.

ECHOES OF THE CHOSEN PATHS

Starting at 11th level, your Reflections resonate with their chosen path, briefly bolstering their effects. As a bonus action on your turn, you can choose any number of your active Reflections, spending 1 Ki point per each chosen, and empower them until the end of your next turn.

Eternal Combatant: This Reflection immediately moves and makes two unarmed strike against a creature.

Measureless Ally: This Reflection provides double the amount of damage bonus while it is Helping a friendly creature and provides the benefits of the Help action for two tasks or attacks instead of one.

Infinite Defender: This Reflection grants the creature it is defending resistance against Piercing, Slashing, and Bludgeoning damage from non-magical sources, and imposes disadvantage on the first attack made against the creature it is defending before the start of your next turn.

THE CULMINATION OF ALL

Starting at 17th level, as a reaction on your turn, you can spend 6 Ki points. If you do so, for the round, each of your Reflections gets a turn. Each Reflection can use any actions you can and can use any features you know from the Monk class or this tradition, except the Reflections of the Self, or the Echoes of the Chosen Path feature. During this turn, any Ki points spent from your Reflections come out of your Ki Pool. After a Reflection ends its turn, it dissipates.

SORCERER, TEMPORAL MAGIC

Sorcerers who have Temporal magic in their blood naturally see the paths ahead and choose the best outcome for themselves. However, altering the path in this manner comes at a cost: a phenomenon known as a Temporal Rift, a naturally occurring event that can leave untold devastation in its wake. Temporal Magic Sorcerers need to balance the risk of this phenomenon occurring with the need and desire to push the events of time towards a path that is more likely to be positive in nature.

TEMPORAL WAYFINDER

At 1st level, your link to the temporal plane and its various outcomes manifests into an awareness of danger. Whenever you trigger a trap, and successfully save against the triggering effect, you return in time to the moment before you triggered the trap.

You retain all memories of the event and can recall the general placement of where the trap was sprung. This knowledge does not reveal the trap to you, nor does it grant insight on how to avoid or disarm it. When you gain the ability to use Sorcery points, you can spend a number of points up to your Charisma modifier to grant a bonus to the initial save against the trap. For each point spent, you can increase your save by 2.

TEMPORAL RIFT

Starting at first level, whenever you cast a Chronomancy spell of 1st level or higher, you create a Temporal Rift at your current location. This rift occupies a five-foot cube, though creatures may occupy the same space as a Temporal Rift. Whenever you cast a spell, you can choose to instead cast it as if it originated from a Temporal Rift instead. While occupying a space within 5 feet of a temporal rift you also make Dexterity saving throws with advantage. Temporal Rifts last a number of rounds equal to your proficiency bonus.

VOYAGE OF THE INFINITE

Starting at 6th level, you learn how to navigate the immediate future, living through, and discarding those you find less ideal. At the start of your turn, you can choose to take a voyage.

Spend 3 Sorcery points, then take your turn as normal. At the end of your turn, you revert in time to the start of your turn. You return to your initial starting position, and any events that occurred during that turn are treated as though they never happened. Any Sorcery Points spent during that turn, except for the ones spent on this feature, are refunded, as well as any other resources you may have spent, such as spell slots. You retain all knowledge of what you did during that time, but other creatures are unaware that your last turn occurred.

You can instead, as a Reaction at the end of your turn, choose to not revert in time.

VORTEX TRAVELER

At 14th level, you gain the ability to move between your rifts. As a bonus action, you can teleport from one temporal rift to another unoccupied rift, as long as the rifts are within 60 feet of each other.

WATCHER OF THE MAELSTROM

At 18th level, you gain a modicum amount of control over the calamity left behind your use of the temporal timelines. You gain the following effects for your temporal rifts.

- As an action, you can cause a temporal rift to explode outwards. Choose a temporal rift within 60 feet of you. All creatures within 5 feet of the make a Dexterity saving throw. On a failed save, a creature takes 2d10 force damage, and have their speed reduced by half until the end of their next turn.
- As a bonus action, you can teleport one willing creature from one temporal rift to another unoccupied rift within 60 feet of each other.
- As a reaction, while within 5-feet of a temporal rift, you can reduce the amount of damage you take from an attack that hits you by half of your Sorcerer level.

WARLOCK, PACT OF THE ETERNAL

CLASS FEATURES

Your patron is a being that either exists as an eternal presence or otherwise exists out of time as you know it. This creature has limited ability to reach into the timeline, and thus makes a pact with willing beings to enact their wills, to unknown ends. This patron may know entities that exist in the Far Realm, and indeed can hail from such places. The names of such beings are lost in the passage of time, but any suitable deity from the Far Realm or otherwise known as an eternal presence may grant you these gifts consciously, rather than their powers being siphoned without their knowledge. These deities may ask you to perform a small, seemingly innocuous task. But after all, how can one expect a single flap of one's wings to create a hurricane?

FIEND EXPANDED SPELLS

Spell Level	Spells
1st	Delay Image, Time Sink
2nd	Time Dilation, Temporal Heal
3rd	Delay Damage, Slow
4th	Displace Timeline, Time Snare
5th	Banishing Smite, Borrowed Time

MOMENTS OF WEAKNESS

Starting at 1st level, whenever you damage a creature with a melee attack, damage a creature with Eldritch Blast, or cast a Chronomancy spell, you store a fleeting moment of the weakness of your foes into points known as Temporal Weakness. You generate one point of Temporal Weakness when you cast Eldritch Blast and it damages a creature and generate two points when you damage a creature with a melee weapon attack or cast a Chronomancy spell. You can hold a total number of Temporal Weakness equal to your Warlock level + your Charisma modifier. As a reaction, you can empty your Temporal Weakness, granting yourself temporary hit points equal to the amount of Temporal Weakness spent. You lose all points of Temporal Weakness gained when you complete a long rest.

WARPED FRAILTY

At 6th level, you learn how to manipulate your stored moments into something more tangible than mere vigor. As a bonus action on your turn, you can spend 5 points of Temporal Weakness and subject a creature within 60 feet of you to a Constitution saving throw. On a failed save, you deal 2d8 force damage to them, and you weaken them further, siphoning the strength into your own. They cannot take an action on their next turn, and you gain another action for your current turn. On a successful save, the creature takes half damage from this effect, and can act normally on their turn. Once you have used this feature, you cannot do so again until you complete a short or long rest.

At later levels, the damage increases. At 11th level, it increases to 3d8, and at 17th level it increases to 4d8

RECURRING WEAKNESS

Starting at 10th level, whenever you would gain a point of Temporal Weakness, you gain one additional point. Additionally, while you are holding the maximum amount of Temporal Weakness, or have at least 15 temporary hit points from your Moments of Weakness feature, you deal additional damage equal to your Charisma Modifier with your attacks and spells that generate Temporal Weakness.

ETERNAL SIPHON

Beginning at 14th level, you gain the ability to syphon off your allies' time to empower yourself. A willing creature can take the Ready action on its turn to empower you when you use your action to cast a spell that deals damage or make a weapon attack. When you do so, the creature uses its reaction to empower you, and your spell or attack deals additional force damage equal to twice their level the first time you deal damage on that turn. You are only able to gain the benefit of Eternal Siphon from a number of creatures up to your Charisma modifier per round (minimum one). You gain an additional point of Temporal Weakness for each creature who empowers your attack this way, if you damage a creature before the end of your turn.

WARLOCK INVOCATIONS

SWORD OF THE ELEVENTH HOUR

Prerequisite: Pact of the Blade feature

As a reaction on your turn, after you deal damage to a creature with your Pact Blade, you can mark the instilling echoes of the wound in the target. On your next turn, if the creature is within 30 feet of you, you can use your bonus action to deal damage to the marked creature equal to your Charisma modifier, unless it succeeds on a Constitution saving throw against your spell save DC. Only one creature can be marked at a time. This damage increases to your Charisma modifier + 2 at 5th level, Charisma modifier + 4 at 11th level, and Charisma modifier + 6 at 17th level.

If you have taken the Pact of the Eternal, you can generate one point of Temporal Weakness if you damage a creature using this feature.

CHAIN OF THE AEONS

Prerequisite: Pact of the Chain feature

You can cast Time Dilation at will, without expending a spell slot or material components, but doing so causes its range to become touch and the spell can only target your familiar. You are aware of what your familiar observes during that time and can issue commands to it during the duration of the spell, as long as it remains within 30 feet of you.

CHRONOKEEPER'S LEGACY

Prerequisite: Pact of the Tome feature

You can cast Borrowed Time once without expending a spell slot. You can't do so again until you finish a long rest.

WIZARD, SCHOOL OF CHRONOMANCY

The school of Chronomancy is a special sect within wizarding schools. Wizards of this School deal with reading the timelines of reality and learn how to handle altering them in a fashion that does not damage or endanger the current reality. Altering minor choices, creating spaces of delayed or sped up time, these seemingly impossible acts from other schools of wizardry instead fall within the rote and ritual of the Chronomancer. As long as they have enough time, foresight and discipline to alter the timeline correctly, they can be a force to be reckoned with. A well-prepared Wizard is a sight to behold, but a prepared Chronomancer stretches this saying to the extremes.

CHRONOMANCY SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy an Chronomancy spell into your spellbook is halved.

STORED TIME

Starting at 2nd level, you magically store excess energy the Chronomancy spells give off as saved seconds. Whenever you cast a spell in the Chronomancy school and expend a spell slot, you save seconds equal to twice the spell's level. These seconds are saved as Stored Time, and last until the end of your next short rest. You may spend 6 seconds of Stored Time as a bonus action. When you do so, choose a friendly creature within 30 feet of you. That creature can immediately use it's reaction to take an Action. You may only do this once per round.

REWIND

Starting at 6th level, as an action, you may choose a target that you can see within 30 feet of you. The target's personal timeline is rewound to be as it was during your last turn. Remove all damage and healing that was inflicted upon the target and the target regains all spent resources that they have used since your last turn (Spell slots, Ki points, combat maneuvers, Channel Divinity, or any feature that uses a short or long rest). A creature may make a Constitution saving throw against your spell save DC to resist this effect. Rewind is not affected by itself, or any other Rewinds cast by other Chronomancers. You may use this ability once per long rest.

TEMPORAL ECHO

Starting at 10th level, if a creature within 30 feet of you takes damage, you may use your reaction to force the target to relive the damage taken. The creature makes a Wisdom saving throw against your spell save DC. On a failed save, the target takes damage equal to half the damage of the triggering attack, but the damage is force damage instead of whatever the type of damage the attack was. Once you have used this feature, you cannot do so again until you complete a short rest.

TIME OUT

At 14th level, you have learned how to briefly remove an ally from harm, granting them a short reprieve.

As an action you may remove yourself or an ally within 30 feet from play. The target gains the benefit of a short rest. At the start of your next turn the target reappears in the nearest unoccupied space from where they last were. Once you have used this ability, you cannot do so again until you have completed a long rest.

BARD SPELLS

CANTRIPS (0 LEVEL)

Lend Time
Stasis

1ST LEVEL

Delay Image
Temporal Heal
Time Sink

2ND LEVEL

Hold Person
Slow Metabolism
Time Dilation

3RD LEVEL

Chronothief
Delay Damage
Temporal Disjunction

4TH LEVEL

Chronovault
Displace Timeline
Time Snare

5TH LEVEL

Borrowed Time
Brightest/Darkest Timeline

6TH LEVEL

Temporal Distortion
Timeshare
Time Stretch

7TH LEVEL

Regenerate

8TH LEVEL

Ageify
Time Warp

CLERIC SPELLS

CANTRIPS (0 LEVEL)

Lend Time
Stasis

1ST LEVEL

Delay Image
Temporal Heal
Time Sink

2ND LEVEL

Continual Flame
Gentle Repose
Hold Person
Slow Metabolism

3RD LEVEL

Chronothief
Delay Damage
Minor Paradox
Temporal Disjunction

4TH LEVEL

Chronovault
Displace Timeline
Time Snare

5TH LEVEL

Borrowed Time
Brightest/Darkest Timeline

6TH LEVEL

Paradox
Temporal Distortion
Timeshare
Time Stretch

7TH LEVEL

Regenerate

8TH LEVEL

Ageify
Time Warp

SORCERER SPELLS

CANTRIPS (0 LEVEL)

Aeon Bolt
Stasis

1ST LEVEL

Delay Image
Expeditious Retreat
Temporal Heal
Time Sink

2ND LEVEL

Hold Person
Slow Metabolism
Time Dilation

3RD LEVEL

Chronothief
Delay Damage
Haste
Minor Paradox
Slow
Temporal Disjunction

4TH LEVEL

Chronovault
Displace Timeline
Time Snare

5TH LEVEL

Borrowed Time
Brightest/Darkest Timeline

6TH LEVEL

Disintegrate
Paradox
Temporal Distortion

7TH LEVEL

Delayed Blast Fireball
Regenerate
Sequester

8TH LEVEL

Ageify
Time Warp

9TH LEVEL

Major Paradox
Time Stop

WARLOCK SPELLS

CANTRIPS (0 LEVEL)

Aeon Bolt
Stasis

1ST LEVEL

Delay Image
Expeditious Retreat
Temporal Heal
Time Sink

2ND LEVEL

Hold Person
Slow Metabolism
Time Dilation

3RD LEVEL

Chronothief
Delay Damage
Minor Paradox
Temporal Disjunction

4TH LEVEL

Chronovault

5TH LEVEL

Brightest/Darkest Timeline

WIZARD SPELLS

CANTRIPS (0 LEVEL)

Aeon Bolt
Lend Time
Stasis

1ST LEVEL

Delay Image
Expeditious Retreat
Grithu's Bottled Time
Temporal Heal
Time Sink

2ND LEVEL

Continual Flame
Gentle Repose
Hold Person
Slow Metabolism
Time Dilation

3RD LEVEL

Chronothief
Delay Damage
Haste
Minor Paradox
Slow
Temporal Disjunction

4TH LEVEL

Chronovault
Displace Timeline
Time Snare

5TH LEVEL

Borrowed Time
Brightest/Darkest Timeline

6TH LEVEL

Contingency
Disintegrate
Paradox
Temporal Distortion
Timeshare
Time Stretch

7TH LEVEL

Delayed Blast Fireball
Regenerate
Sequester

8TH LEVEL

Ageify
Time Warp

9TH LEVEL

Invulnerability
Major Paradox
Time Stop

TIME MAGIC AND CURRENT SPELLS

Time magic occupies a special place in the world of magic. The previous lists contain specific spells that can easily be flavored into a time oriented option. As such, these spells are treated as Chronomancy spells in addition to their other types, per DM's discretion. This module assumes such spells are a part of the Chronomancy Spell List.

AEON BOLT

Chronomancy cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 round

You conjure a pure bolt of temporal energy and hurl it at a target in range. Make a ranged spell attack against the target. On a hit, the target takes 1d4 force damage.

As you continually cast this spell on the same target, the temporal dissonance grows. Each time you hit a creature with Aeon Bolt consecutively, the damage on a hit increases by 1d4, up to a maximum additional dice equal to your proficiency bonus. This bonus damage resets if you have not cast this spell against the same creature with Temporal Bolt since the beginning of your last turn.

This spell's damage dice increases when you reach 5th level (1d6), 11th level (1d8), and 17th level (1d10).

AGEIFY

8th-level Chronomancy

Casting Time: 1 action

Range: 60 feet

Components: S, V, M (The sand from an hourglass)

Duration: Instantaneous

You rapidly age or de-age the body of a creature you can see within range attempting to cripple or subdue its ability to attack. The target must make a Constitution saving throw. On a failed save, the creature's Strength and Dexterity scores become 1. The target's speed drops to 0 and they fall prone. The creature cannot hold any weapons or intricate items and is unable to make melee or ranged weapon attacks. The creature's brain is still quite lucid however, and can speak normally, identify friends, and cast spells, though spells cast with somatic components are cast haltingly.

At the end of every 7 days the creature can repeat its saving throw against this spell. If it succeeds on its saving throw, the spell ends. The spell can also be ended by Greater Restoration or Wish.

BORROWED TIME

5th-level Chronomancy

Casting Time: 1 action

Range: Self

Components: S

Duration: Instantaneous

This spell causes allows you to pull from the future a spell you might otherwise not have had available. Choose a spell of 1st to 4th level with a casting time of one action or bonus action that you know and cast it without expending a Spell Slot. The effects of the spell occur with no action or component cost required, although you count as the caster of the spell for purposes of range, concentration, and ability scores. During your next long rest, you regain one fewer spell slot, of the same level as the spell cast, having cast the spell during that time to assist your past self.

BRIGHTEST/DARKEST TIMELINE

5th-level Chronomancy

Casting Time: 1 action

Range: Self (30-foot radius)

Components: M, V, S (A drop of quicksilver)

Duration: Concentration, up to one minute

Temporal energy pours from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. Each creature in the area either is blessed with their brightest timeline or suffers their darkest timeline. You choose when casting this spell either Brightest or Darkest. If you choose to cast the spell as Brightest, each creature in the aura has advantage on attack rolls, ability checks, skill checks, and saving throws. If you choose to cast the spell as Darkest, each creature in the aura has disadvantage on attack rolls, ability checks, skill checks, and saving throws.

CHRONOTHIEF

3rd-level Chronomancy

Casting Time: 1 action

Range: 30 feet

Components: S, V, M (A broken timepiece)

Duration: Instantaneous

Choose a creature that you see within range. That creature makes a Constitution saving throw. On a failed save, the creature is paralyzed until the start of your next turn, and you can spend a bonus action to grant a creature within 30 feet of you an action.

CHRONOVAULT

4th-level Chronomancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (The second hand of a clock)

Duration: Instantaneous

You lock the time for a single creature, causing its timeline to stutter out of sequence with the rest of reality. The target makes a Constitution saving throw. On a failed save, the target is displaced from reality for 1d4 + 1 rounds. During this time, the target is removed from reality, unable to be targeted, and ceases to exist. At the end of the time displaced, the target reappears in the space it left, or the nearest unoccupied space if that space is occupied.

DELAY DAMAGE

3rd-level Chronomancy

Casting Time: Reaction

Range: 30 feet

Components: V

Duration: 1 + 1d4 rounds

Reaction Trigger: You target a creature about to be dealt damage, delaying th incoming damage. You grant the target of this spell immunity to the triggering damage and damage types, and prevent any damage dealt to the creature of those damage types until this spell ends. Any conditions that would be a result of the triggering attack still must be saved against as normal. Whenever this damage immunity is lost, the target

of this spell takes damage equal to the damage that would have been dealt, of the same damage type that attack would have dealt. This damage cannot be reduced or prevented in any way once this spell ends.

DELAY IMAGE

1st-level Chronomancy

Casting Time: Reaction

Range: Self

Components: V

Duration: Instantaneous

Reaction Trigger: You are hit by an attack. You impose disadvantage on the triggering attack made against you and impose disadvantage on any attacks made against you until the start of your next turn, as you delay your image for a moment, causing it to appear slightly ahead or behind what is in motion.

DISPLACE TIMELINE

4th-level Chronomancy

Casting Time: 1 action

Range: 60 feet

Components: S, V, M (a small hourglass)

Duration: Concentration, up to 10 minutes

You point to a creature and displace its timeline with the surrounding worlds, which causes it to perceive the world as stuttering forward one moment of time to the next.

The creature makes a Constitution saving throw. On a failed save, the creature blinks out of existence until the start of its next turn, reappearing in the nearest unoccupied space from where it disappeared. During this time, it does not perceive any time has passed, and is not aware of events that occurred between the time they blinked out of existence to the time they reappear. Once the creature has reappeared, it can react as normal on its turn. At the start of that creature's next turn, it repeats the Constitution saving throw, with the same effects on a failed save.

The effects of this spell last until the creature succeeds on its saving throw, or until it has been displaced 5 times.

At Higher levels: When you cast this spell at 5th level or above, the creature also starts suffering temporal fatigue, giving it disadvantage on Constitution saving throws. At 7th level or above, the creature's mind is unable to keep up with the displacement, and the creature suffers 6d6 psychic damage whenever it reappears.

GRITHU'S BOTTLED TIME

1st-level Chronomancy

Casting Time: 1 minute

Range: Self

Components: V, M (a glass vial worth at least 1 silver)

Duration: 8 hours

You shave off seconds from your own time and give it physical form, storing it within the glass vial required to cast this spell. A creature holding the vial can use their bonus action on their turn to open it, which grants that creature the ability to take an additional Action on their current turn. Once a creature has benefited from this spell, it cannot do so again until it completes a long rest. This extra Action must still follow the rules for spellcasting, two-weapon fighting, or other rules and abilities that limit how an Action can be used.

You can only have one vial at a time.

LEND TIME

Chronomancy cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 round

When you cast this spell, you designate one creature within range the recipient. You then elect to give them some of your time, lending it to them for a moment.

As a part of casting this spell, you designate the creature to be lent an action you have not yet performed on your turn, either your reaction, or your bonus action. Whichever you choose, you are unable to perform that action until the start of your next turn. During that time, the creature you designated gains an additional use of that action.

For example, if you lend your bonus action, that creature would get one additional bonus action on their round. The same would be true for your reaction. These extra actions must still follow the rules for spellcasting, two-weapon fighting, or other rules and abilities that limit how a bonus action, or reaction can be used.

You can alternatively use this spell to grant a creature your movement. If you instead choose to provide that creature with your movement, you grant them additional movement equal to your movement speed. You may only grant a creature your movement if you have not already willingly moved on your turn.

Starting at 11th level, you can choose to lend two of the possible actions, instead of one, when you cast this spell.

MAJOR PARADOX

9th-level Chronomancy

Casting Time: 10 minutes

Range: Self

Components: V, M, S (A windup clock)

Duration: Instantaneous

Casting this spell allows you to tweak an event that has occurred in the past 24 hours. When you cast this spell, you choose an action or choice you have made in the past 24 hours that occupies a total of 6 seconds of time or less. You instead insert, alter, or remove the action chosen at that time from the current timeline, such as purchasing a Healing

Potion from a merchant instead of a Potion of Invisibility.

These actions can include choosing a different path to take down the road or choosing to go first down a hallway that is trapped instead of your wounded ally. Creating paradoxes can be very dangerous to your current timeline, and as such are extremely difficult to create without shattering it.

When you cast this spell, you state the intended action to be altered. Depending on the action declared, the DM may elect to transport you to the point in time directly after the altered event occurred, to replay events from that point in time. If a stated event would fall outside of what would upset the current timestream, the spell fails with the spell slot expended, which is based upon the DM's discretion. You can, however, choose to use this spell in an attempt to stretch the bounds of the timestream.

If this spell would fail due to upsetting the current timestream, you can elect to exert your will to make it occur. If you choose to do so, the spell's chance of success increases to 50 percent. If you successfully alter the timestream through this effort, you lose the ability to cast this spell again for 1d4 + 3 days. During that time, you lose one level 9 spell slot.

If you instead fail due to stretching the limits of the timely, the spell shatters your existing timeline, reverting you back to the instant before this spell was cast. You lose your level 9 spell slot, and cannot recover it for a week, and you randomly suffer two of the following effects:

- You are unable to cast any spells that require a concentration until you successfully complete a long rest, as you are suffering from a hideous amount of *deja vu*. This effect can be ended by Greater Restoration.
- Attacks made against you are made at advantage due to your inability to focus on the current moment in time. This effect can be ended by Greater Restoration.
- You suffer disadvantage on all attack rolls, ability checks, or saving throws due to the massive temporal strain. This disadvantage cannot be removed, even if you are granted advantage from another source. This effect can be ended by Greater Restoration.
- Your shattering of the timeline creates a rift that spills forth aberrant creatures of the timestream, which appear in the nearest unoccupied spaces within 60 feet of you, and are controlled by the DM. These creatures are Temporal Horrors, which utilize the stat blocks of the following creatures. You call forth 2d6 Star Spawn Manglers, 2d4 Star Spawn Hulks, and 1 Skittering Horror. These creatures are friendly to one another but are hostile towards you.

MINOR PARADOX

3rd-level Chronomancy

Casting Time: Reaction

Range: Self

Components: V, S

Duration: Instantaneous

Reaction Trigger: You can cast this spell immediately after casting a spell or taking the attack action on your turn. This spell rewinds time to just before that action was taken, allowing you to use your action for something different. You can use this action to take any action you would normally be capable of for your action, except the action you just took. Any damage dealt, or effects caused by the action that was rewound by the paradox are instead ignored and treated as if they never happened.

PARADOX

6th-level Chronomancy

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

Casting this spell allows you to tweak an event that has occurred in the last hour. When you cast this spell, you choose an action or choice you have made in the last hour that occupies a total of 6 seconds of time or less. You instead insert, alter, or remove the action chosen at that time from the current timeline, such as purchasing a Healing Potion from a merchant instead of a Potion of Invisibility.

Creating Paradoxes can be very dangerous to your current timeline, and as such are extremely difficult to create without shattering it. When you cast this spell, you state the intended action to be altered. This action should be an action that would not alter the current timeline too much, such as the previous example of the purchasing of an item. If this spell is used to alter an event that would upset the current timeframe, the spell fails with the spell slot expended, based upon the DM's discretion. An example of an event that might cause this spell to fail is using Paradox to change out a spell prepared for the day that has already been cast, or stating a different potion was purchased when the potion bought has already been used.

SLOW METABOLISM

2nd-level Chronomancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 24 hours

Casting this spell causes the target to ignore the effects of sleep deprivation for the next 24 hours. During this time, the target creature does not need to eat or drink and suffer none of the usual effects of exhaustion as a result of sleep deprivation, hunger, or thirst. The target may spend 4 hours performing light activity to enjoy the benefits of a long rest.

At higher levels: If you cast this spell at 3rd level or higher, you target one additional creature per level of the spell. At 5th level or above, creatures affected by this spell also can spend 30 minutes to gain the benefits of a short rest.

STASIS

Chronomancy cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, M, S (a bronze pocketwatch)

Duration: Concentration, up to 1 minute

You point to an unattended or held object within range, freezing it in time. If the object is falling, it stops falling and remains suspended in the air. If you use this spell on an object that is unattended, it must weigh no more than 10 pounds. The object cannot be moved regardless of any force applied. A creature interacting with the object can forcibly move it by making a successful Strength saving throw against your Spell Save DC. If the object is attacked, it takes the damage, but shows no outward signs of the damage having occurred.

Once the spell ends, the object continues falling if it was doing so originally and suffers the effects of any damage it took while frozen.

TEMPORAL DISJUNCTION

3rd-level Chronomancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You point to a creature and cause its personal timeline to stop being in sync with the rest of the world. The creature makes a Constitution saving throw. On a failed save, the target is affected by the Disjunction. If the number used on the saving throw was even, then the creature benefits from the Disjunction. The creature is treated as though it is under the positive effects of the spell Haste until the end of its next turn, after which it attempts another saving throw to end the Disjunction. If instead the number used on the saving throw was odd, the creature is treated as though it is under the effects of the spell Slow until the end of its next turn, after which it attempts another saving throw.

TEMPORAL DISTORTION

6th-level Chronomancy

Casting Time: 1 action

Range: 120 feet

Components: V, M, S (a pendulum from a clock)

Duration: Concentration, up to 1 minute

A distorted wall of time springs into existence at a point you choose within range. The wall appears in any orientation you choose as a horizontal or vertical barrier, or at an angle. It can be free floating or resting on a solid surface. The wall can be up to 60 feet long, 20 feet high, and 5 feet thick. Instead of creating a wall of distorted time, you can instead create a zone of it, up to 20 feet in diameter at a point you choose within range.

When the wall or zone appears, each creature in its area must make a Constitution saving throw. On a failed save, a creature speed is reduced to 5 feet. A creature slowed in this way can make a Constitution saving throw at the beginning of each of its turns, ending the effect on itself on a success. If a creature makes an attack while slowed by the distortion, it makes it at disadvantage. A creature that ends its turn in the distortion must repeat the initial Constitution saving throw at disadvantage. On a failed save, a creature speed is reduced to 5 feet. Ordinary projectiles launched through the distortion are halted, automatically missing and dropping to the ground when the distortion ends.

TEMPORAL HEAL

1st-level Chronomancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Choose a target creature within range that has hit dice. That creature can spend one hit die to heal themselves. The target rolls the die, adds their Constitution modifier (Minimum 1) and recovers an amount of hit points equal to that amount.

When you cast this spell using a spell slot of 2nd level or higher, the amount of hit dice that can be rolled increases by one for each slot level above the 1st.

TIME DILATION

2nd-level Chronomancy

Casting Time: 1 bonus action

Range: self

Components: V

Duration: Instantaneous

You freeze time and take a quick walk. You may move up to 60 feet. At this time, you may not interact with anything (e.g. pick a pocket or open a door) or take actions. During this movement, no one else may use abilities or actions, you cannot be detected, and you do not trigger spells and traps.

TIMESHARE

6th-level Chronomancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You target one creature, granting them an additional Action which they take immediately. Up to 4 willing creatures within range can also sacrifice their next Action. For each that elects to do so, you grant the creature you are targeting an additional Action that they take immediately. Each willing creature that sacrifices their action this way cannot take any actions that require an Action on their next turn.

TIME SINK

1st-level Chronomancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an empty hourglass)

Duration: Concentration, up to 1 minute

You create a well of super-slowed time that you can use to ensnare creatures. You create a zone 10 feet in diameter on the ground. A creature must make a Constitution saving throw when it moves into the circle's space. On a fail, the creature immediately stops, and its speed is reduced to zero. At the start of each of its turns, while the creature remains within the zone, the creature can make another Constitution saving throw. On a success, the target's speed is restored.

TIME SNARE

6th-level Chronomancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

The target makes an Intelligence saving throw. On a failed save, the target can only use their action on their next turn to perform the exact same action as close as possible to the action they performed on their previous turn. For example, if a rogue attacked a cultist, then they would attack the cultist again on a failed save. If a barbarian attacked an Ooze on its last turn, and killed it, then the barbarian would have to attack the space the Ooze was in. If instead a wizard cast a spell, then that wizard would have to cast that spell again, unless it was out of appropriate spell slots, in which case the wizard would be unable to perform any action that turn. At the end of each of its turns, the target can make another Intelligence saving throw. On a success, the spell ends on the target.

TIME STRETCH

6th-level Chronomancy

Casting Time: 1 action

Range: touch

Components: S, V, M (the cogs of a clock)

Duration: Instantaneous

You touch a willing creature and extend their time by a few moments. At the end of the creature's next turn, they immediately take an additional turn.

TIME WARP

8th-level Chronomancy

Casting Time: 1 action

Range: 120 feet

Components: S, M, V (The mainspring of a watch)

Duration: Concentration, up to 1 minute

You inscribe and mark a creature other than yourself within range. While this spell is active, any attacks that target the creature are done at disadvantage. Additionally, if an attack would damage the creature, the attacker first makes an Intelligence saving throw. On a failed save, the creature deals no damage to the creature you have marked, having instead attacked one of the marked creatures' alternative timelines. On a successful save, the marked creature takes full damage and you make a roll to maintain concentration of this spell.